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R

1 [ATUM: a new technique for capturing address traces using microcode](#)

☒ A. Agarwal, R. L. Sites, M. Horowitz

 June 1986 **ACM SIGARCH Computer Architecture News , Proceeding
 annual international symposium on Computer architecture**
 14 Issue 2

Publisher: IEEE Computer Society Press, ACM Press


 Full text available: ☒ [pdf\(894.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Trace-driven simulation is often used in the design of computer systems, and translation lookaside buffers. Capturing address traces to drive such simulation has been problematic, often involving 1000:1 software overhead to trace a target and/or mechanisms that cause significant distortions in the recorded data. A technique for capturing address traces has been developed to use a processor's microcode addresses in a reserved part of main memory as ...

2 [Techniques for compressing program address traces](#)

☒ Andrew R. Pleszkun


 November 1994 **Proceedings of the 27th annual international symposium on Computer Architecture**
Microarchitecture
Publisher: ACM Press

Full text available:  [pdf\(931.63 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [index terms](#)

In this paper a technique for generating consistent, reproducible traces w of magnitude better compression than standard general-purpose compres described. With this approach, the trace is read once, an intermediate for then read as the input to the second pass over the address stream. No pro required, and this technique will work on address streams that include O of the way the address trace is encod ...


Keywords: compression, trace generation

3 [Address trace compression through loop detection and reduction](#)

 E. N. Elnozahy

May 1999 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1999 ACM SIGMETRICS international conference on Measurement, modeling of computer systems SIGMETRICS '99, Volume 2**

Publisher: ACM Press

Full text available:  [pdf\(226.94 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)


Keywords: address traces, compression, control flow analysis, traces

4 [Generation and analysis of very long address traces](#)

 Anita Borg, R. E. Kessler, David W. Wall

May 1990 **ACM SIGARCH Computer Architecture News , Proceedings of the annual international symposium on Computer Architecture**
18 Issue 3a

Publisher: ACM Press

Full text available:  [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [index terms](#)

Existing methods of generating and analyzing traces suffer from a variety of problems including complexity, inaccuracy, short length, inflexibility, or applicability to different machines. We use a trace generation mechanism based on link-time code

which is simple to use, generates accurate long traces of multi-user programs on a RISC machine, and can be flexibly controlled. On-the-fly analysis of the traces can get accurate performance data for large second-level caches.

5 RATCHET: real-time address trace compression hardware for extended traces

Colleen D. Schieber, Eric E. Johnson

April 1994 **ACM SIGMETRICS Performance Evaluation Review**, Vol 22, No 1
Publisher: ACM Press

Full text available: [pdf\(783.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The address traces used in computer architecture research are commonly generated using software techniques that introduce time dilations of an order of magnitude. These techniques may also omit classes of memory references that are important in many models of computer systems, such as instruction prefetches, operating system activity, and interrupt activity. We describe a technique for capturing all classes of memory references in real time. RATCHET employs trace filtering hardware to reduce the amount of data captured.

6 Constructing instruction traces from cache-filtered address traces (CITCAL)

Charlton D. Rose, J. Kelly Flanagan

December 1996 **ACM SIGARCH Computer Architecture News**, Vol 28, No 4
Publisher: ACM Press


Full text available: [pdf\(595.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [terms](#)

Instruction traces are useful tools for studying many aspects of computer systems. However, they are difficult to gather without perturbing the systems being traced. In this paper, we have collected instruction traces through various techniques, including software emulation, instruction inlining, hardware monitoring, and processor simulation. The traces collected using hardware monitoring, however, fail to produce accurate traces because they interfere with the normal execution. Because processors are deterministic, the traces collected using hardware monitoring are deterministic.

7 TRAPEDS: producing traces for multicomputers via execution driven simulation


C. B. Stunkel, W. K. Fuchs

April 1989 **ACM SIGMETRICS Performance Evaluation Review**, Proceedings of the 1989 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '89, Volume 17, No 1
Publisher: ACM Press

Full text available:  [pdf\(960.90 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)


Trace-driven simulation is an important aid in performance analysis of computers. Capturing address traces for these simulations is a difficult problem for single computers and particularly for multicomputers. Even when existing trace methods are used on multicomputers, the amount of collected data typically grows with the number of processors so I/O and trace storage costs increase. A new technique is presented in this paper that modifies the executable code to dynamically collect address traces.

8 Session 9: traffic analysis: Observed structure of addresses in IP traffic

 Eddie Kohler, Jinyang Li, Vern Paxson, Scott Shenker


November 2002 **Proceedings of the 2nd ACM SIGCOMM Workshop on Measurement and Analysis of Internet Traffic**

Publisher: ACM Press

Full text available:  [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)


This paper investigates the structure of addresses contained in IP traffic. We analyze the structural characteristics of destination IP addresses seen on the Internet and consider them as a subset of the address space. These characteristics may help design algorithms that deal with IP address aggregates, such as routing lookups and congestion control. We find that address structures are well modeled by a Cantor dust with two parameters. The model may be used to generate synthetic IP address sets for simulation.

9 Trace-driven memory simulation: a survey

 Richard A. Uhlig, Trevor N. Mudge

June 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(636.11 KB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

As the gap between processor and memory speeds continues to widen, memory simulation becomes an increasingly important tool for evaluating memory system designs before they are implemented in hardware. Memory simulation is an increasingly important subject of intense interest among researchers and has, as a result, enjoyed significant and substantial improvements during the past decade. This article surveys recent developments by establishing criteria for evaluating trace-driven memory simulation.


Keywords: TLBs, caches, memory management, memory simulation, trace simulation

10 Execution-driven simulation of multiprocessors: address and timing analysis

◆ S. Dwarkadas, J. R. Jump, J. B. Sinclair

October 1994 **ACM Transactions on Modeling and Computer Simulation**
Volume 4 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(1.58 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

This article describes and evaluates an efficient execution-driven technique for the simulation of multiprocessors that includes the simulation of system memory driven by real program work loads. The technique produces correctly interleaved traces at run-time without disk access overhead or hardware support, allowing the simulation of the effects of a variety of architectural alternatives on program performance. We have implemented a simulator based on this technique that offers ...


Keywords: distributed systems, execution-driven simulation, parallel trace simulation, memory multiprocessors

11 Designing a trace format for heap allocation events


◆ Trishul Chilimbi, Richard Jones, Benjamin Zorn

October 2000 **ACM SIGPLAN Notices , Proceedings of the 2nd international conference on Memory management ISMM '00**, Volume 36 Issue 1

Publisher: ACM Press


Full text available:  [pdf\(1.53 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [terms](#)


Dynamic storage allocation continues to play an important role in the performance and correctness of systems ranging from user productivity software to high-performance systems. While algorithms for dynamic storage allocation have been studied for decades, the literature is based on measuring the performance of benchmark programs. There is a need for many important allocation-intensive workloads. Furthermore, to date, no standard has emerged or been proposed for publishing and exchanging ...

12 Dynamic base register caching: a technique for reducing address bus width Matthew Farrens, Arvin Park

April 1991 **ACM SIGARCH Computer Architecture News , Proceeding
annual international symposium on Computer architecture**
19 Issue 3


Publisher: ACM Press

Full text available:  [pdf\(948.04 KB\)](#) Additional Information: [full citation](#), [reference terms](#)

**13 Dealing with high speed links and other measurement challenges: On the d
performance of prefix-preserving IP traffic trace anonymization** Jun Xu, Jinliang Fan, Mostafa Ammar, Sue B. Moon

November 2001 **Proceedings of the 1st ACM SIGCOMM Workshop on
Measurement**


Publisher: ACM Press

Full text available:  [pdf\(697.42 KB\)](#) Additional Information: [full citation](#), [reference terms](#)

14 An in-cache address translation mechanism D. A. Wood, S. J. Eggers, G. Gibson, M. D. Hill, J. M. Pendleton

June 1986 **ACM SIGARCH Computer Architecture News , Proceeding
annual international symposium on Computer architecture**
14 Issue 2

Publisher: IEEE Computer Society Press, ACM Press


Full text available:  [pdf\(770.30 KB\)](#) Additional Information: [full citation](#), [abstracts, index terms](#)

In the design of SPUR, a high-performance multiprocessor workstation, caches and hardware-supported cache consistency suggests a new approach to address translation. By performing translation in each processor's virtual address space, the need for separate translation lookaside buffers (TLBs) is eliminated. Elit substantially reduces the hardware cost and complexity of the translation and eliminates the translation consistency problem. Trac ...

15 Optimal tracing and incremental reexecution for debugging long-running p


- ◆ Robert H. B. Netzer, Mark H. Weaver
 June 1994 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN on Programming language design and implementation PLDI**
 Issue 6

Publisher: ACM Press

Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [reference index terms](#)

16 Memory-wall: Boosting trace cache performance with nonhead miss specu

- ◆ Stevan Vlaovic, Edward S. Davidson
 June 2002 **Proceedings of the 16th international conference on Superco**
Publisher: ACM Press

Full text available:  [pdf\(179.52 KB\)](#) Additional Information: [full citation](#), [abstract index terms](#)


Trace caches are used to help dynamic branch prediction make multiple cycle by embedding some of the predictions in the trace. In this work, we cache that is capable of delivering a trace consisting of a variable number a linked list mechanism. We evaluate several schemes in the context of a model that stores decoded instructions. By developing a new classification accesses, we are able to target those misses t ...

Keywords: branch prediction, optimization, trace cache, x86

17 Trace cache: a low latency approach to high bandwidth instruction fetching

- Eric Rotenberg, Steve Bennett, James E. Smith
 December 1996 **Proceedings of the 29th annual ACM/IEEE international Microarchitecture**

Publisher: IEEE Computer Society

Full text available:  [pdf\(1.38 MB\)](#) Additional Information: [full citation](#), [abstracts, citations, index terms](#)

As the issue width of superscalar processors is increased, instruction fetch requirements will also increase. It will become necessary to fetch multiple cycle. Conventional instruction caches hinder this effort because long instructions are not always in contiguous cache locations. We propose supplementing

instruction cache with a trace cache. This structure caches traces of the d stream, so instructions that are otherwise no ...


Keywords: instruction cache, instruction fetching, multiple branch predi processors, trace cache

18 Address compression through base register caching

Arvin Park, Matthew Farrens

November 1990 **Proceedings of the 23rd annual workshop and symposi
Microprogramming and microarchitecture**

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(689.60 KB\)](#) Additional Information: [full citation](#), [abst citings](#)

This paper presents a technique to reduce processor-to-memory address l exploiting temporal and spatial locality in address reference streams. Hig of address words are cached in base registers at both the processor and n it possible to transmit small register indexes between processor and men high order address bits themselves. Trace driven simulations indicate tha Caching reduces processor-to-me ...


Keywords: CPU performance, bandwidth, locality, microprocessor syste

19 Mache: no-loss trace compaction

 A. D. Samples

April 1989 **ACM SIGMETRICS Performance Evaluation Review , Pro
1989 ACM SIGMETRICS international conference on Mea
modeling of computer systems SIGMETRICS '89, Volume**

Publisher: ACM Press

Full text available:  [pdf\(798.23 KB\)](#) Additional Information: [full citation](#), [abst citings](#), [index ter](#)

Execution traces can be significantly compressed using their referencing observation leads to a technique capable of compressing execution traces: magnitude; instruction-only traces are compressed by two orders of mag technique is unlike previously reported trace compression techniques in without loss of information and, therefore, does not affect trace-driven si


accuracy.

20 Techniques for efficient inline tracing on a shared-memory multiprocessor

◆ S. J. Eggers, David R. Keppel, Eric J. Koldinger, Henry M. Levy

April 1990 **ACM SIGMETRICS Performance Evaluation Review**, **Pro**
1990 ACM SIGMETRICS conference on Measurement and
computer systems SIGMETRICS '90, Volume 18 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [abst](#)
[citations](#), [index ter](#)




While much current research concerns multiprocessor design, few traces programs are available for analyzing the effect of design trade-offs. Existing methods have serious drawbacks: trap-driven methods often slow down by more than 1000 times, significantly perturbing program behavior; microcode modification is faster, but the technique is neither general nor portable. We present a new tool, called MPTRACE, for collecting traces of program execution.

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1 [Optimally profiling and tracing programs](#)

Thomas Ball, James R. Larus

July 1994 **ACM Transactions on Programming Languages and Systems**
 Volume 16 Issue 4

Publisher: ACM Press

Full text available: [pdf\(2.84 MB\)](#)

Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

This paper describes algorithms for inserting monitoring code to profile programs. These algorithms greatly reduce the cost of measuring programs with respect to the commonly used technique of placing code in each basic block. Program statistics include the number of times each basic block in a program executes. Instruction trace includes the sequence of basic blocks traversed in a program execution. The algorithm optimizes the placement of counting/tracing code with respect to the ...


Keywords: control-flow graph, instruction tracing, instrumentation, profiling

2 [Address calculation for retargetable compilation and exploration of instruction architectures](#)

Clifford Liem, Pierre Paulin, Ahmed Jerraya

June 1996 **Proceedings of the 33rd annual conference on Design autom.**

Publisher: ACM Press


Full text available:  pdf(54.16 KB) Additional Information: [full citation](#), [reference terms](#)

3 Performance debugging shared memory parallel programs using run-time c

 Ramakrishnan Rajamony, Alan L. Cox

June 1997 **ACM SIGMETRICS Performance Evaluation Review , Proc
1997 ACM SIGMETRICS international conference on Meas
modeling of computer systems SIGMETRICS '97, Volume 2**

Publisher: ACM Press

Full text available:  pdf(2.37 MB) Additional Information: [full citation](#), [abstracts](#), [index terms](#)


We describe a new approach to performance debugging that focuses on identifying computation transformations to reduce synchronization and grouping writes together into *equivalence classes*, we are able to tractable information from long-running programs. Our performance debugger analyzes information and suggests computation transformations in terms of the so present the transformations suggested by the debugger on a suite of four

4 The flight recorder: an architectural aid for system monitoring

 Michael M. Gorlick

December 1991 **ACM SIGPLAN Notices , Proceedings of the 1991 ACM
on Parallel and distributed debugging PADD '91, Volume 2**

Publisher: ACM Press

Full text available:  pdf(944.95 KB) Additional Information: [full citation](#), [reference terms](#)

5 Active memory: a new abstraction for memory system simulation

 Alvin R. Lebeck, David A. Wood

January 1997 **ACM Transactions on Modeling and Computer Simulation
Volume 7 Issue 1**

Publisher: ACM Press

Full text available:  pdf(690.38 KB) Additional Information: [full citation](#), [reference terms](#)

KB)index terms

Keywords: Cache memory, direct-execution simulation, memory hierarchy simulation, trace-driven simulation


6 The performance enhancement of descriptor-based virtual memory systems

 associative registers

R. E. Brundage, A. P. Batson


December 1974 **ACM SIGARCH Computer Architecture News , Proceedings of the annual symposium on Computer architecture ISCA '74**

Publisher: ACM Press

Full text available:  pdf(539.04 KB) Additional Information: full citation, abstracts, index terms


Contemporary paged virtual memory systems often use associative registers to frequently-referenced pages. Here we examine the analogous use of registers in descriptor-based, symbolically-segmented virtual memory systems. Each segment contains an entire data structure as defined in a high-level language. Data from production Algol 60 programs were used to determine performance as a function of the number of associative registers in ...

7 Active memory: a new abstraction for memory-system simulation

 Alvin R. Lebeck, David A. Wood

May 1995 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1995 ACM SIGMETRICS joint international conference on modeling of computer systems SIGMETRICS '95/PERFORMANCE**
Volume 23 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.28 MB) Additional Information: full citation, abstracts, index terms

This paper describes the *active memory* abstraction for memory-system simulation. The abstraction---designed specifically for on-the-fly simulation, memory references invoke a user-specified function depending upon the reference's type and block state. Active memory allows simulator writers to specify the approach for each reference, including "no action" for the common case of cache hits.

abstraction hides implementation details, implemen ...

8 Experience with a software-defined machine architecture



David W. Wall

May 1992 **ACM Transactions on Programming Languages and Systems**
Volume 14 Issue 3

Publisher: ACM Press

Full text available: [pdf\(2.86 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

We have built a system in which the compiler back end and the linker work together to present an abstract machine at a considerably higher level than the actual machine. The intermediate language translated by the back end is the target language of the target compilers and is also the only assembly language generally available. The system handles intermodule register allocation, which would be harder if some of the code had come from a traditional assembler, out of sight of ...

Keywords: RISC, graph coloring, intermediate language, interprocedural analysis, pipeline scheduling, profiling, register allocation, register windows

9 EEL: machine-independent executable editing



James R. Larus, Eric Schnarr

June 1995 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN Conference on Programming language design and implementation PLDI**
Issue 6

Publisher: ACM Press


Full text available: [pdf\(1.15 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [citations](#), [index terms](#)

EEL (Executable Editing Library) is a library for building tools to analyze and edit an executable (compiled) program. The systems and languages communities have developed tools for error detection, fault isolation, architecture translation, performance analysis, simulation, and optimization using this approach of modifying executables. However, tools of this sort are difficult and time-consuming to write and are often tied to a particular machine and operating system ...

10

Constructing instruction traces from cache-filtered address traces (CITCA)

- ◆ Charlton D. Rose, J. Kelly Flanagan
December 1996 **ACM SIGARCH Computer Architecture News**, Volun
Publisher: ACM Press


Full text available:  [pdf\(595.54 KB\)](#) Additional Information: [full citation](#), [abst terms](#)

Instruction traces are useful tools for studying many aspects of computer are difficult to gather without perturbing the systems being traced. In the have collected instruction traces through various techniques, including si instruction inlining, hardware monitoring, and processor simulation. The however, fail to produce accurate traces because they interfere with the p execution. Because processors are deterministic ...

11 Techniques for efficient inline tracing on a shared-memory multiprocessor

- ◆ S. J. Eggers, David R. Keppel, Eric J. Koldinger, Henry M. Levy
April 1990 **ACM SIGMETRICS Performance Evaluation Review** , Pro
1990 **ACM SIGMETRICS conference on Measurement and
computer systems SIGMETRICS '90**, Volume 18 Issue 1

Publisher: ACM Press


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While much current research concerns multiprocessor design, few traces programs are available for analyzing the effect of design trade-offs. Exis methods have serious drawbacks: trap-driven methods often slow down] by more than 1000 times, significantly perturbing program behavior; mic modification is faster, but the technique is neither general nor portable. T a new tool, called MPTRACE, for collecting tr ...

12 Measuring limits of parallelism and characterizing its vulnerability to resou

- Lawrence Rauchwerger, Pradeep K. Dubey, Ravi Nair
December 1993 **Proceedings of the 26th annual international symposium
Microarchitecture**


Publisher: IEEE Computer Society Press

Full text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [refe](#)

13 Fast instruction cache performance evaluation using compile-time analysis



◆ David B. Whalley

June 1992 **ACM SIGMETRICS Performance Evaluation Review**, Proc
**1992 ACM SIGMETRICS joint international conference on
 modeling of computer systems SIGMETRICS '92/PERFOR**
 Volume 20 Issue 1

Publisher: ACM PressFull text available:  pdf(1.08
MB)Additional Information: [full citation](#), [reference](#),
[index terms](#)**Keywords:** cache simulation, instruction cache, trace analysis, trace gen**14 Automatic and efficient evaluation of memory hierarchies for embedded systems**

Santosh G. Abraham, Scott A. Mahlke

November 1999 **Proceedings of the 32nd annual ACM/IEEE international
 Microarchitecture**

Publisher: IEEE Computer SocietyFull text available:  pdf(1.44
MB) Additional Information: [full citation](#), [abstract](#),
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Automation is the key to the design of future embedded systems as it permits
 specific customization while keeping design costs low. A key problem for
 design systems is evaluating the performance of the vast number of alterna-
 tive designs in a timely manner. For this paper, we focus on an embedded system consisting of
 several key components: a VLIW processor, instruction cache, data cache, and secondary
 cache. A hierarchical approach of partitioning the ...

15 Performance optimization of pipelined primary cache

◆ Kunle Olukotun, Trevor Mudge, Richard Brown


April 1992 **ACM SIGARCH Computer Architecture News**, Proceedings
annual international symposium on Computer architecture
 20 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [abstracts](#), [index terms](#)


The CPU cycle time of a high-performance processor is usually determined by the time of the primary cache. As processor speeds increase, designers will use a larger number of pipeline stages used to fetch data from the cache in order to reduce the dependence of CPU cycle time on cache access time. This paper studies the advantages of a pipelined cache for a GaAs implementation of the MIPS architecture using a design methodology that includes long traces of ...

16 Optimal tracing and incremental reexecution for debugging long-running programs


 Robert H. B. Netzer, Mark H. Weaver

June 1994 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN conference on Programming language design and implementation PLDI**
Issue 6

Publisher: ACM Press


Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

17 Speculative execution via address prediction and data prefetching


 José González, Antonio González

July 1997 **Proceedings of the 11th international conference on Supercomputing**

Publisher: ACM Press


Full text available:  [pdf\(1.33 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

18 Eliminating the address translation bottleneck for physical address cache

 Tzi-cker Chiueh, Randy H. Katz


September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems ASPLOS-V, Volume 27 Issue 9**

Publisher: ACM Press

Full text available:  [pdf\(1.28 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

19 Automatic incremental state saving

◆ Darrin West, Kiran Panesar


July 1996 **ACM SIGSIM Simulation Digest , Proceedings of the tenth v**
Parallel and distributed simulation PADS '96, Volume 26 Iss**Publisher:** IEEE Computer Society, ACM PressFull text available:  [pdf\(870.62](#)[KB\)](#) Additional Information: [full citation](#), [abst](#)[Publisher](#)[citations](#), [index ter](#)[Site](#)

We present an Incremental State Saving technique for which the state sa
inserted automatically by directly editing the application executable. Thi
advantage of being easy to use since it is fully automatic, and has good p
adds overhead only where state is being modified. Since the editing happ
code, the method is independent of the compiler, and allows third party l
None of the previous incremental state saving ...

Keywords: Parallel Discrete Event Simulation, State Saving, Incrementa
Checkpointing, Time Warp

20 SIGMA: a simulator infrastructure to guide memory analysis




Luiz DeRose, K. Ekanadham, Jeffrey K. Hollingsworth, Simone Sbaraglia

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Sup****Publisher:** IEEE Computer Society PressFull text available:  [pdf\(333.53](#)[KB\)](#)Additional Information: [full citation](#), [abst](#)[citations](#), [index ter](#)

In this paper we present SIGMA (Simulation Infrastructure to Guide Me
new data collection framework and family of cache analysis tools. The S
provides detailed cache information by gathering memory reference data
based instrumentation. This infrastructure can facilitate quick probing in
influence the performance of an application by highlighting bottleneck s
excessive cache/TLB misses and inefficient data layout ...

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File Format: Microsoft Word - [View as HTML](#)

Rotenberg et al [1] proposed **Trace Cache** technique to **address** the above ...

Since the instructions are stored in **execution order** in the **Trace Cache**, ...

www.cs.ucf.edu/~mali/TraceCache.doc - [Similar pages](#)

MBR IT/.NET 247 : **order of execution** of page_load in a base and ...

is this also the **order of execution** in inheritance or only with delegated event handlers? ... "zf" <Click here to reveal e-mail **address**> wrote in message ...

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calvin2+DICE and LiKE

In **order** to evaluate **execution** slowdowns incurred by both **execution** modes, ... and data **address trace** generation (to /dev/null) in emulation mode is 117.33. ...

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The **trace** generator delivers **address** traces and a set of synchronization events to ... the program in **order** to record dynamic events during its **execution**. ...

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[PDF] MATCH: Memory Address Trace CacheFile Format: PDF/Adobe Acrobat - [View as HTML](#)

have all been examined in **order** to supply the **execution**. core with the necessary, ... behind our memory **address trace** cache and discuss our hypothesis. ...

www.owl.net.rice.edu/~elec525/projects/match_report.pdf - [Similar pages](#)

DRAMsim: University of Maryland Memory-System Simulation Framework

It can also be driven by an **address trace**, taking timing and **address** information from the ... The Effects of Out-of-**Order Execution** on the Memory System. ...

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ing, out-of-**order execution**, memory hierarchies and prefetch- ... To **address** this need, we have developed TraceVis, a flexible ...

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Additionally, the visibility to the **address** bus is unrestricted with a ... data value by starting to work on the instructions in reverse **order of execution**, ...

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